```
Audio::Sound::Flags
     + loaded
     + loading
     + streaming
                #flags
         Audio::Sound
        + ~Sound()
        + getName()
        + getFormat()
        + isLoaded()
        + isLoading()
        + isStreaming()
        + load()
        + unload()
        # Sound()
        # getFormat()
        # onLoaded()
        # waitLoad()
        # loadImpl()
        # abortLoad()
        # unloadImpl()
     Audio::SimpleSound
     + ~SimpleSound()
     + getType()
     # SimpleSound()
     # isStreamLoaded()
     # loadStream()
     # closeStream()
     # getStream()
     # readBuffer()
     # abortLoad()
               Δ
Audio::OpenALStreamingSound
+ OpenALStreamingSound()
+ ~ OpenALStreamingSound()
+ readAndFlip()
+ unqueueBuffer()
+ flushBuffers()
+ getTimeBase()
+ seek()
# loadImpl()
# unloadImpl()
```